

## PRESS RELEASE 13/2007

**New releases RTT DeltaGen 7.5 and RTT Portal 3.5 – More flexibility and creative freedom for 3D high-end visualization**

### **In the Limelight: RTT's Innovations in High-speed Reality**

**Munich, 22 November 2007 – The new versions of RTT DeltaGen and RTT Portal provide more flexibility and creative freedom for high-end visualization of design concepts and products. With RTT DeltaGen 7.5 and RTT Portal 3.5, RTT – one of the leading providers of high-end visualization software and services – continues to set standards for developers and designers working on product visualization. Brand-new features improve the efficiency, speed and performance of the design and development processes. Highlights include revolutionary innovations in the RTT RealLight module for the rapid, realtime rendering and effect-laden depiction of shadows. The new version DeltaGen 7.5 will be available this week, RTT Portal 3.5 will go live at the end of November.**

#### **Intuitive light and shadow play with RTT RealLight**

RTT DeltaGen 7.5 delivers further improvements to the incredibly realistic depiction of 3D realtime models. This includes enhancements to the RTT RealLight module for the realtime rendering of photorealistic shadow effects. For the first time, object light sources can now be set for volume lighting in 3D realtime scenes. Three different application modes and an option for offline conversion represent another significant innovation in RTT RealLight. The latter option enables the conversion of RTT RealLight shadows into offline textures, which frees up working memory and reduces load time for 3D realtime scenes. In addition, the three application modes allow users to optimize the application for interactivity or performance, depending on their specific requirements. With this feature, RTT permits users with limited hardware configurations the possibility to work on large 3D models without having to sacrifice visual quality. The following modes are available:

- Interactive mode – the classic RTT RealLight mode with unlimited interactivity and rendering performance, but high demands on processing and graphics card.
- Freeze mode that allows for particular light sources and associated shadow effects to be “frozen” in order to reduce demands on memory.
- Suspend mode – this new mode avoids high demands on memory by continually archiving RealLight data in order to free up working memory for other processes.

The processing time necessary for the application of realistic shadows to a scene are reduced by ambient occlusion, another type of rendering which is now also available in RTT RealLight. Ambient occlusion is especially useful for fast and effects-laden results when smaller shadow effects, such as the darkening of features, are required on large models.

#### **Greater aesthetic choice in the design process – the RTT Shader Workbench**

By using shading technology, designers are able to raise the degree of realism of a 3D model. With the possibility to create even more realistically rendered simulations, companies are able to make design changes early in the development process to avoid mistakes and reduce costs.

The RTT Shader Workbench enables the design of individual and user-friendly 3D surfaces. This provides the user with a graphical user interface to facilitate the quick and easy creation of CgFX shaders. For the first time, this is now possible without advanced programming skills. This is because the RTT Shader Workbench is divided into components, so-called “Shader Bricks”, by which colours and textures or surface aspects can intuitively be determined. A final check of data inputs and outputs guarantees the optimal results for newly created shaders.

### **Dynamic and photorealistic visualisation of optical effects – RTT RealTrace**

Raytracing rendering is very time-consuming and has always been a source of headaches for 3D visualization experts. Raytracing is one of the most realistic and accurate methods for rendering when it comes to the visualization of light reflections and refractions. RTT RealTrace sets a new benchmark for raytracing: No other raytracing module on the market can compete with the performance levels and the realtime accuracy of the GPU-based RTT RealTrace module. The previous version already enabled the quick and dynamic generation of optical effects for surfaces – now raytracing effects dynamically reflect changes to the model (motion, variant switches, etc.) and animations in realtime even faster.

### **More flexibility and creative freedom – the RTT Portal asset management system**

Version 3.5 of the RTT Portal Asset Management System is now even more deeply integrated into RTT DeltaGen. Server and front-end plug-ins allow server and RTT DeltaGen functionalities to be tailored to meet individual customer requirements. This ensures that RTT Portal can seamlessly be incorporated into existing IT infrastructure in order to better suit individual workflows. Collaboration on projects in environments with multiple RTT Portal servers is thus now even easier. In addition, RTT Portal's intuitive user interface adapts to local conditions and is also available in Japanese, Korean and Chinese.

### **Immerse yourself in the RTT experience**

RTT AG provides the opportunity to experience RTT Immersive in the recently installed RTT VisRoom. Here, visitors can experience the stunning effects of high-quality 3D realtime models. Visitors are able to immerse themselves in a 3D virtual scene in one of our live demonstrations. If you are interested in plunging into our RTT VisRoom, please do not hesitate to contact [info@rtt.ag](mailto:info@rtt.ag).

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## **RTT AG**

Realtime Technology AG is one of the leading global providers of 3D realtime visualization technologies and service solutions for industrial applications in the automobile, aerospace and consumer goods sectors. The company provides its clients with tools to assist in the virtual prototyping of various product concepts during design and development. It also enhances marketing and sales operations by facilitating product presentations to demonstrate variations and optional extras in virtual showrooms, on the internet, at trade fairs or at sales outlets.

RTT's clients include Adidas, Airbus, Audi, BASF, Bertrandt, BMW, Chrysler, Dai Nippon Printing (DNP), DaimlerChrysler, Demag Ergotech, Dodge, EADS, Ferrari, Fiat, Honda, Inovo Design, Jeep, Lamborghini, Magna Steyr, Maserati, Maybach, Mercedes, Opel, Porsche, PSA, Samsung, Schüco, Sony Ericsson, Thyssen Krupp, Toyota, Virtuelles Studio, Volkswagen and Volvo.

This supplier of 3D realtime visualization solutions can look back on a remarkable annual growth rate of 50% over the last eight years. RTT currently employs around 240 people in ten locations. The company is headquartered in Munich with additional offices in Stuttgart, Hamburg, Paris, Brussels, Milan, Seoul, Tokyo, Detroit and Los Angeles.

RTT AG is a publicly listed company traded on Frankfurt's Open-Market, Xetra, Freiverkehr Stuttgart and Freiverkehr Berlin-Bremen: RTT, ISIN: DE0007012205. Further information is available online at [www.rtt.ag](http://www.rtt.ag).

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